Fig. 1 (prior art)

$$\begin{bmatrix}
X \\
Y \\
Z
\end{bmatrix} = \begin{bmatrix}
Xscale \\
Yscale \\
Zscale
\end{bmatrix} \cdot \begin{bmatrix}
Xa \ Xb \ Xc \\
Ya \ Yb \ Yc \\
Za \ Zb \ Zc
\end{bmatrix} \cdot \begin{bmatrix}
Ascale \\
Bscale \\
Cscale
\end{bmatrix} \cdot \begin{bmatrix}
A \\
B \\
C
\end{bmatrix} + \begin{bmatrix}
Aoff \\
Boff \\
Coff
\end{bmatrix} + \begin{bmatrix}
Xoff \\
Yoff \\
Zoff
\end{bmatrix}$$

Fig. 2

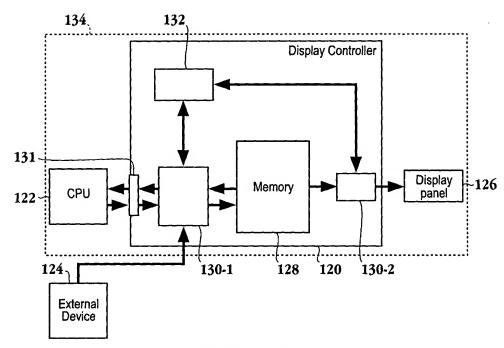


Fig. 3

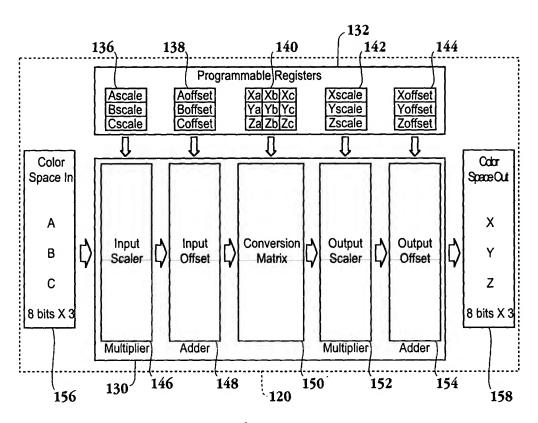


Fig. 4

